

Section 353, Title 14, CCR is amended as follows:

**§353. Methods Authorized for Taking Big Game.**

- (a) Except for the provisions of subsections 353(b) through (g), title 14, CCR, big game (as defined by section 350, title 14, CCR) may only be taken by rifles using centerfire cartridges with softnose or expanding bullets; bow and arrow (see section 354, title 14, CCR, for archery equipment regulations); or wheellock, matchlock, flintlock or percussion type, including "in-line" muzzleloading rifles using black powder or equivalent black powder substitute, including pellets, with single ball or bullet loaded from the muzzle and at least .40 caliber in designation.
- (b) Shotguns capable of holding not more than three shells firing single slugs may be used for the taking of deer, bear and wild pigs. In areas where the discharge of rifles or shotguns with slugs is prohibited by county ordinance, shotguns capable of holding not more than three shells firing size 0 or 00 buckshot may be used for the taking of deer only.
- (c) Pistols and revolvers using centerfire cartridges with softnose or expanding bullets may be used to take deer, bear, and wild pigs.
- (d) Pistols and revolvers with minimum barrel lengths of 4 inches, using centerfire cartridges with softnose or expanding bullets may be used to take elk and bighorn sheep.

**Alternative 1**

- (e) Bullets, muzzleloading balls, slugs and buckshot used to take any big game (deer, elk, pronghorn antelope, black bear, or wild pig) must not contain lead in areas within the boundaries of the South Unit A Deer zone, and all of deer zones D9, D10, D11, and D13.

**Alternative 2**

- (e) Bullets, muzzleloading balls, slugs and buckshot used to take any big game (deer, elk, pronghorn antelope, black bear, or wild pig) must not contain lead statewide.

**Alternative 3**

- (e) Bullets, muzzleloading balls, slugs and buckshot used to take any big game (deer, elk, pronghorn antelope, black bear, or wild pig) must not contain lead in areas within the boundaries of the South Unit A Deer zone, and all of deer zones D7, D8, D9, D10, D11, and D13.

(f) Except as provided in subsection 354(j), crossbows may be used to take deer and wild pigs only during the regular seasons.

~~(f)~~(g) Under the provisions of a muzzleloading rifle only tag, hunters may only possess muzzleloading rifles as described in subsection 353(a) equipped with open or "peep" type sights only.

~~(g)~~(h) Under the provisions of a muzzleloading rifle/archery tag, hunters may only possess muzzleloading rifles with sights as described in subsection 353(~~g~~); archery equipment as described in Section 354; or both. For purposes of this subsection, archery equipment does not include crossbows, except as provided in subsection 354(j).

~~(h)~~(i) Except as otherwise provided, while taking or attempting to take big game under the provisions of Section 353 or Section 354, Title 14, CCR, it is unlawful to use any device or devices which: 1) throw, cast or project an artificial light or electronically alter or intensify a light source for the purpose of visibly enhancing an animal; or 2) throw, cast or project an artificial light or electronically alter or intensify a light source for the purpose of providing a visible point of aim directly on a animal. Devices commonly referred to as "sniperscopes", night vision scopes or binoculars, or those utilizing infra-red, heat sensing or other non-visible spectrum light technology used for the purpose of visibly enhancing an animal or providing a visible point of aim directly on a animal are prohibited and may not be possessed while taking or attempting to take big game. Devices commonly referred to as laser rangefinders, "red-dot" scopes with self-illuminating

reticles, and fiberoptic sights with self-illuminating sight or pins which do not throw, cast or project a visible light onto an animal are permitted.

Note: Authority cited: Sections 200, 202 and 203, Fish and Game Code.

Reference: Sections 200, 202, 203, 203.1, 207, 2005 and 3950, Fish and Game Code.